

PHANTOM FURY

RULEBOOK

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Credits

Designer: Laurent Closier - Developer: Thomas Pouchin - Artwork: Thomas Pouchin (counters and map), Olivier Revenu (box) - Playtesters: Arnaud Della Siega, Laurent Guenette, Henri Noisette, Luc Olivier, Jean-Luc Synave - Proofreaders: Andrew Hershey, Jean-Paul Kirkbride, Arnaud de Peretti Della Rocca - Translator: Angus Clarke.



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FOREWORD

This design is mainly based on the article "Infantry Squad Tactics. Some of the lessons learned during MOUT (military operations on urbanized terrain) in the battle for Fallujah", printed in the Marine Corps Gazette, September 2005. Several extracts from this article in blue will illustrate the rules as design notes. Designer's notes are in red. The designer would like to thank the editor of the USMC Gazette, Col. John Keenan, for allowing the designer to reprint portions of the text of the article here.

1. INTRODUCTION

This solitaire game simulates at a tactical level the operations carried out by United States Marines (USMC) to secure the town of Fallujah, Iraq and to suppress all armed resistance by the insurgents. It concentrates in particular on the fighting carried out by the 3rd Battalion, 1st Marines on the morning of the 9th of November 2004, in the district of Jolan in the north-west of the town. The player controls the USMC forces and the game system manages the actions of the insurgents.

Players are advised to read the rulebook in full (including all the examples) in order to understand fully the various concepts in the game. They should then undertake a second, slower, reading before starting their first game. Terms whose first letter is a capital (ex: Zone) have a specific and formal meaning within the rules.

2. COMPONENTS

The game consists of a map representing a part of the Jolan District, a counter sheet of 200 counters representing the USMC squads and the Insurgents (extremist groups and jihadists) as well as various informational markers. Several opaque containers will be necessary to draw certain units or markers. [6.1].

3. DIE

The game is played with one 10 sided die (d10). The '0' on a d10 is equivalent to '0', and not '10'.

4. THE MAP

"The layout of the city is random. Zones distinguishing between residential, business, and industrial are nonexistent. [...] The houses are densely packed in blocks. Adjacent houses are either connected or within a few feet of each other."

4.1. ZONES

The map represents a part of the Jolan District, divided into 61 Zones of about 50×50 meters and into Street Sections of equivalent size [4.3]. The Zones are marked on the map by dashed lines or continuous lines and are identified by a number in a black or white circle in the 'Control' box.



4.1.1. Adjacent Zones

Two Zones are said to be Adjacent if they share a border (dashed line).

Example: Zone 3 is Adjacent to Zones 2 and 4.

4.1.2. Neighbouring Zones

Two Zones are said to be Neighbouring if they are Adjacent to the same Street Section [4.3.1.1] without being Adjacent to each other. *Examples: Zones 3 and 14 are considered to be Neighbouring; the same applies to Zones 3 and 15, and 3 and 16.*

4.1.2.1. A target symbol in a Zone indicates that there is a Line of Fire between that Zone and the Zones whose numbers are printed below the symbol. The target Zones are considered to be Neighbouring to a particular Zone for the purpose of Fire Combat only [11.1].

Example: Zone 46 is considered to be Neighbouring Zone 17 for Fire Combat purposes.



4.1.3. Activating a Zone

The Activation of a Zone consists of determining its nature (Normal or Fortified) then placing 'Suspect' markers in certain of its Locations [5.3.2]. The player determines the nature of a Zone identified by a white circle by drawing a marker from the container prepared in 6.1.2. An 'Activated Zone' marker defines a Normal Zone, whereas an 'Activated Strong Point' marker defines a Fortified Zone [4.1.5]. In both cases, the marker is placed in the Zone's 'Control' box. A Zone can only be Activated once in the game.



The random determination of the location of Fortified Zones adds to the replayability of the game and provides an element of surprise.

4.1.4. Controlling a Zone

A 'Control' box allows the Activation [4.1.3] and the taking of Control of a Zone by USMC troops [14.1.1] to be noted with the use of an Activation/Control marker. At the start of the game the insurgents Control every Zone in play. Neither side can Control Zone 27 (it does not feature in the Victory Conditions [7.1; 7.2]).



4.1.5. Fortified Zones

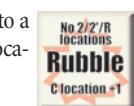
Certain Zones may be defined as Fortified once they have been Activated [4.1.3]. Zone 26 (mosque) identified by a red circle is a Fortified Zone by default. No unit may carry out Flooding [13.4.8] in a Fortified Zone.



4.1.6. Ruins Zones

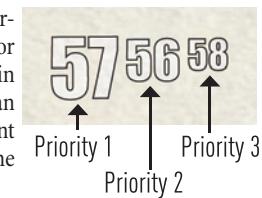
During the game certain actions [9.3; 9.4] may transform a Zone into a Ruins Zone. A Ruins Zone has a 'Rubble' marker placed on it in the Locations marked 2', 2" and R and is treated in the following way:

- Locations marked 2', 2" and R no longer exist;
- the Location marked C gives a +1 Die Roll Modifier (DRM; cumulative) for Defensive Fire [12.7.2].



4.1.7. Egress Routes

Most Zones have two or three values which correspond to the number of an Adjacent [4.1.1] or Neighbouring [4.1.2] Zone. These values indicate in decreasing order, from left to right, the path that an 'Insurgents' unit must follow for Retreat Movement [13.6]. The Zones along the southern edge of the map are marked 'EXIT' [13.6.6].



4.2. LOCATIONS

Each Zone consists of several Locations in the form of boxes which are used to regulate movement.

4.2.1. Types of Location

There are 5 types of Location: 'Open Ground' (OG), 'Courtyard' (C), '1st Story' (1, 1' and 1''), '2nd Story' (2 and 2') and 'Rooftop' (R). Each Location is marked (OG, C, 1, 1'', 2, 2', R); these Locations are used for the placement of 'Suspect' markers [5.3.2]. Certain Zones may have several Locations of the same type (ex: two 1st Story Locations – marked 1 and 1'') or no Locations at all of a particular type.

4.2.2. Adjacent Locations

Two Locations within the same Zone are said to be Adjacent if they are joined by an arrow. Two Locations with the same roof ^ or door entry symbols □ in two Adjacent Zones [4.1.1] are considered as Adjacent Locations.

4.3. STREET SECTIONS

A Street Section is a specific section of terrain which in certain aspects resembles a Location. They are marked on the map by dotted or continuous lines. The concept of Control does not exist for Street Sections.

4.3.1. Street Sections, Adjacent Zones and Locations

4.3.1.1. Two Street Sections are said to be Adjacent if they share a side in common (dotted line). Similarly, a Street Section is Adjacent to all the Zones with which it shares a side (continuous line). Finally, a Street Section is Adjacent to every Location with a door entry symbol  in its Adjacent Zones.

4.3.1.2. A target symbol in a Street Section indicates that there is a Line of Fire between that Street Section and the Zones whose numbers are printed below the symbol. The target Zones are considered to be Adjacent to the Street Section for the purpose of Fire [11.1] and crossing a Street Section [12.5].

Example: the Street Section in the illustration opposite is considered to be Adjacent to Zones 26, 36 and 46 for Fire Combat purposes.



nied by a squad which provided protection and reconnaissance for the tanks (integrated in the support marker).

An M1A1 Abrams support is characterised by its Combat Factor of 8 and its Movement Capacity which varies between 1 and 4 [12.6.1]. It enters the game as an USMC Reinforcement [10.2].



| | |
|-----|----|
| D10 | MC |
| 0-1 | 4 |
| 2-5 | 3 |
| 6-8 | 2 |
| 9 | 1 |

5.1.4. CAAT (Combined Anti Armor Team) Support

Each infantry company received as reinforcements several two man "assault teams" from the CAAT (combined anti armor team) attached to the battalion. These teams were composed of a SMAW (Shoulder-launched Multi-purpose Assault Weapon) rocket-launcher operator and an explosives expert, who were attached directly to the combat groups



5.1.4.1. A CAAT support must always be stacked with the USMC squad it has been attached to [6.3.2], and with which it shares any Fired/Pinned status. At the start of the game each CAAT support is given an 'Ammo' and an 'Explosives' marker.

5.1.4.2. A CAAT support cannot Fire or Assault on its own (it has no CF). It participates in the Fire Combat actions [11.1.2] and Assaults [13.7] of its USMC squad in a specific way.

5.1.4.3. A CAAT support is withdrawn from the game if it suffers a Step Loss [5.1.1.2]. If the USMC squad, to which a CAAT support is attached, is removed from play then the CAAT support is also removed, but it does not count in the calculation of VPs. Similarly, if a CAAT support has no more munitions (i.e. it has no 'Ammo' or 'Explosives' markers remaining), the player must remove it from the game following regrouping [14.3.5] with no VP penalty. In any case, whenever a CAAT support is removed from the game its associated 'Ammo' and 'Explosives' markers are also removed.

5.1.5. 'Hero' Markers

5.1.5.1. During an Assault led by a USMC squad, an Event [13.4.3] may call for the appearance of a hero, in the form of a 'Hero' marker on its 'Silver Star' side (face up). This marker remains stacked with the USMC squad until it is eliminated [5.1.1.1] (the marker is then removed from the map). While with the squad it shares any Fired/Pinned status.



5.1.5.2. If the USMC squad concerned already has a 'Hero' marker when the Event occurs, the marker is flipped to its 'Medal of Honor' side. A USMC squad may not possess more than one 'Hero' markers.



5.1.5.3. A 'Hero' marker increases the CF of the USMC squad concerned by +1 when on its 'Silver Star' side, and +2 on its 'Medal of Honor' side. A 'Hero' marker cannot Fire or Assault on its own.

5.1.6. Iraqi Troops (Iraqi Intervention Force – IIF)

The special rules concerning IIF squads constrain the player to use them in the role for which they were tasked, that is to say taking control of mosques. These were classed by US commanders as 'highly sensitive targets'. The initial rules of engagement concerning them were very strict and originated directly from the generals commanding the operations.

The player has special reinforcements in the form of 3 squads of Iraqi soldiers from the IIF with a CF of 4. These units' mission is to take control of holy buildings. The IIF squads enter the game as reinforcements [10.4]. They are assimilated with USMC squads with the following exceptions.



5.1.6.1. IIF squads may not enter a Zone which is Controlled by the insurgents, with the exception of Zone 26 (mosque). Contrary to 12.2.1.1, the stacking limit for Zone 26 is one IIF squad per Location.

This rule prevents the player from using these units as 'cannon fodder' once Zone 26 is under his Control.

5.1.6.2. During an Assault led by an IIF squad in Zone 26, both units (IIF and 'Insurgents') use the same special table of Events [13.4.3.4]. In addition, the 'Phantom Fury' Event does not apply to IIF squads [13.4.3.2].

4. BLOCKS

A Block is a group of 1 to 3 Adjacent Zones marked off by a cordon of Street Sections (represented on the map by a continuous line).

Example: Zones 14, 15 and 16 form a Block. Zone 50 forms a Block by itself.

5. COUNTERS

The combatants of both sides are represented by 'unit' counters, representing either a squad of Marines (6 to 13 men) or a group of insurgents (around half a dozen men).

5.1. USMC UNITS

5.1.1. USMC Squads

"Casualties in Fallujah hit Marine infantry squads and fire teams extremely hard because, generally speaking, the squads were already under table of organization standards. Some squads in 3d Battalion, 5th Marines (3/5) commenced the assault on the Jolan with only six Marines."

The strengths of the USMC squads engaged varied. This explains the range of values in their Combat Factors (CF), varying from 4-6. The intensive training in urban combat undergone by the USMC squads in the months and days leading up to the attack allows the assumption of a consistency of experience that therefore does not affect the determination of the CF

A USMC squad is characterised by its Combat Factor (CF), between 4 and 6, and its Movement Capacity (MC) of 4. Only the CF is printed on the counter. Each USMC squad can be identified from the unit information printed on the counter.



5.1.1.1. The front of the counter shows the USMC squad has suffered no casualties. The reverse side is used when it has suffered a Step Loss (its CF is reduced by 1). If a squad suffers a second Step Loss it is eliminated and withdrawn from the game (the squad is no longer operational and the casualties are evacuated to the rear).

5.1.1.2. If a USMC squad reinforced by a CAAT (Combined Anti-Armor Team) support [5.1.4] suffers a Step Loss the player decides which unit he will apply the result to [5.1.1.1; 5.1.4.3].

5.1.2. Security Element

5.1.2.1. In a specific case [12.3.2], a USMC squad may detach its Security Element in the form of the relevant marker. The 'Security Element' marker does not have a Combat Factor specific to it (but see [13.6.4]) and it cannot move (horizontal identification band). It is withdrawn from the map following regrouping, as per [14.3] and is never the target of attack by the insurgents.



5.1.2.2. A Security Element provides some protection to its USMC squad during Defensive Fires [12.7.2] and prevents 'Guerillas' units from Retreating [13.6.4].

5.1.3. M1A1 Abrams Support

"By far, the best two supporting arms used were tanks and CAATs (combined antiarmor teams). Tanks and CAATs were the infantryman's best friends."

Each infantry company received two M1A1 Abrams tanks in support, accompa-

5.2. 'INSURGENTS' UNITS

"The two types of insurgents that the squads engaged will be labeled the guerillas and the martyrs [...] The guerillas' purpose is to kill many Marines quickly and then evade. [...] The martyrs' purpose is to kill as many Marines as possible before they are killed themselves. Time does not have any significance. [...] The martyrs have used heavy machineguns and antiair machineguns, unfortunately, with good effects."

An 'Insurgents' unit represents a group of half a dozen individuals of varying armament, training and nationality. Many of these combatants had received a basic military training. Only certain units of the 'Martyrs' category have a CF of 4, corresponding to groups armed with a heavy or an anti-aircraft machine gun

5.2.1. Types of 'Insurgents' Units

There are 2 types of 'Insurgents' units: 'Guerillas' units and 'Martyrs' units. When the rules mention 'Insurgents' units, that automatically includes these 2 types of units. The front side of the 'Insurgents' counters represents a 'Guerillas' type unit and the rear side a 'Martyrs' type unit. An 'Insurgents' unit is characterised by its CF of between 1 and 4, which may be different on the counter's front and rear sides depending on the unit type. When an 'Insurgents' unit suffers a Step Loss it is withdrawn from the game (eliminated) and replaced in its container [6.1.1].



5.2.2. Moving 'Insurgents' Units

An 'Insurgents' unit has no Movement Capacity. A 'Guerillas' type unit moves according to specific rules (Retreat Movement [13.6]). A 'Martyrs' type unit cannot move (horizontal identification band); it remains in its initial Location until it is eliminated.

5.3. 'SUSPECT' MARKERS

5.3.1. Description

These markers represent a danger as yet unidentified by the USMC troops. Some 'Suspect' markers are placed on the map at the start of the game [6.2] and others as the game progresses [14.2]. After Fire Combat [11.2.2] or an Assault [13.4.1], a 'Suspect' marker can be Activated [5.3.3; 5.3.4] and its real nature is then determined.

5.3.2. Placement of 'Suspect' Markers

5.3.2.1. The player completes the Activation of a Zone (Normal or Fortified) [4.1.3] by placing 2 'Suspect' markers in it. **Exception:** Zone 26 has three 'Suspect' markers placed in it.

These 'Suspect' markers are drawn at random from their container [6.1.3].

5.3.2.2. The Location of each marker is determined by the information printed on the bottom of the counter [4.2.1]. The Locations are printed in decreasing priority from left to right, and each of these also has a decreasing priority, from '1' to 'R'. In the example above, the marker should be placed in decreasing order of priority in the following Locations as directed: 2, 2', 1, 1', 1" and R. If the first Location in this list is not available [5.3.2.3], the player checks the second Location, and so on.

5.3.2.3. A 'Suspect' marker cannot be placed in a Location already containing a 'Suspect' marker or an 'Insurgents' unit. If there are no Locations free in the Zone (see 4.1.6 for a Ruins Zone), the 'Suspect' marker is deleted and replaced in its container.



5.3.3. Activating a 'Suspect' Marker in a Normal Zone

When a 'Suspect' marker is Activated in a Normal Zone, the player rolls a d10 and consults the following table:

- 1-5: Dummy (false alert).
- 6-8: Draw 'Guerillas': an 'Insurgents' unit is drawn at random and replaces the 'Suspect' marker in the same Location, on its 'Guerillas' side.
- 9: Draw 'Martyrs': an 'Insurgents' unit is drawn at random and replaces the 'Suspect' marker in the same Location, on its 'Martyrs' side.



'pect' marker in the same Location, on its 'Martyrs' side.

- 0: Improvised Explosive Device (IED) Attack [13.5] during an Assault or Defensive Fire ; Sniper Attack [11.4.1] after Fire Combat.

5.3.4. Activating a 'Suspect' Marker in a Fortified Zone

When a 'Suspect' marker is Activated in a Fortified Zone, the player rolls a d10 and consults the following table:

- 0: Dummy (false alert).
- 1-7: Draw 'Martyrs': an 'Insurgents' unit is drawn at random and replaces the 'Suspect' marker in the same Location, on its 'Martyrs' side.
- 8-9: IED Attack [13.5] during an Assault or Defensive Fire ; Sniper Attack [11.4.1] after Fire Combat.



5.3.5. Withdrawal of 'Suspect' Markers

In all of the above cases, the 'Suspect' marker is removed from the map and replaced in its container.

5.4. OTHER MARKERS

Other 'marker' counters are used to record certain information during the game: game turn, Control of a Zone by the USMC, or the running total of Victory Points.

6. SETUP

6.1. PREPARATION OF THE DIFFERENT RANDOM DRAWS

6.1.1. Preparation of the 'Insurgents' Units Draw

All the 'Insurgents' counters are placed in an opaque container, so that the player can draw them at random once a 'Suspect' marker has been Activated [5.3.3; 5.3.4].

6.1.2. Preparation of the Zone Activation Draw

All the 'Activated Zone' markers are placed in an opaque container. Then the player adds between 1 and 4 (inclusive) 'Activated Strong Point' markers to the same container, thus specifying the number of Fortified Zones [4.1.5] present on the map in addition to Zone 26. For each 'Activated Strong Point' marker placed in the container, the player removes an 'Activated Zone' marker from the same container. This draw pile will be used for the Activation of those Zones identified by a white circle [4.1.3].

In this way the player can choose the level of difficulty of his mission.

6.1.3. Preparation of the 'Suspect' Markers Draw

All the 'Suspect' markers are placed in an opaque container, so that the player can draw them at random during the Activation of a Zone [4.1.3].

6.2. ACTIVATION OF THE START ZONES

The player Activates [4.1.3] the 9 Zones identified by a black circle. They are by necessity Normal. These Zones receive an 'Activated Start Zone' marker which is placed on their respective 'Control' boxes. The player then Activates all the 'Suspect' markers present in these Zones [5.3.3]; N.B.: a result of '0' is treated as a 'Dummy'.

The front line had been cleared by intense fire just before the start of the attack. Any possible 'Insurgents' units still remaining had therefore already been spotted.



6.3. USMC ORDER OF BATTLE

The player is in command of a company strength unit reinforced by four CAATs and two M1A1 Abrams MBTs.

All the USMC squads are placed in an opaque container. The player draws nine USMC squads at random which he places freely (and at full strength), allocating one USMC squad to each Zone identified by a black circle, placing it in the Location containing the entry symbol . Finally he completes his order of battle by drawing at random three more USMC squads which represent his Company Reinforcements [10.1] and which are placed in the boxes printed on the map for that purpose. The three remaining USMC squads in the container form the Battalion Reinforcements [10.3] and are

placed in the boxes provided for that purpose. An M1A1 Abrams support is also part of the US reinforcements [10.2]; it is placed in the box provided for that purpose. The same applies for the Iraqi reinforcements [10.4]. All Reinforcements start the game at full strength.

6.3.1. CAAT Supports

The player allocates his four CAAT supports to his USMC squads in the Start Zones, on the basis of one CAAT support per USMC squad. The two counters remain stacked until one or other of them is eliminated [5.1.1; 5.1.4.3]. Each CAAT support receives an 'Ammo' marker, rotated so that the '4' value is uppermost, and an 'Explosives' marker.



7. VICTORY CONDITIONS

After a maximum of 16 game turns, the player determines his level of victory. The Victory Points count [7.2.1] is kept up to date as points are won or lost, using the 2 markers (one for 10s, the other for units). The markers' front side is used for positive VPs and their reverse side for negative VPs.



7.1. INSURGENT VICTORY

If at the end of the 16 game turns (13 game turns, if using the game variant [15]) not all the Zones on the map are under USMC Control, the player has lost the game.

Exception: If at the end of the 16 (or 13) turns only Zone 26 is still under insurgent Control, but is clear of any 'Suspect' markers and any 'Insurgents' units, the player has won the game but suffers a VP penalty [7.2.1].

7.2. USMC VICTORY

If at the end of any game turn all the Zones on the map are under USMC Control, the player has won the game (see also 7.1). The level of victory is determined by the Victory Points (VP) count.

7.2.1. Victory Points Count (VP)

The player uses the following scale:

| | |
|---|-------|
| • Guerrillas' unit eliminated | +1VP |
| • For each game turn not played at game end (i.e. victory before the final game turn) | +5VPs |
| • USMC squad used from Battalion Reinforcements | -2VPs |
| • CAAT support eliminated | -2VPs |
| • IIF squad eliminated | -2VPs |
| • USMC squad reduced | -2VPs |
| • USMC squad eliminated | -5VPs |
| • Rule [7.1] (Zone 26 not Controlled but empty at game end) | -5VPs |

Eliminated 'Martyrs' units gain no VPs. By their very nature, they were destined to be eliminated. Reduced IIF squads do not penalise the player: they were fighting for their future and were prepared to accept reasonable losses. As VPs count is kept up to date as points are won or lost, a USMC squad which is reduced and then eliminated incurs a loss of 7 VPs for the player; if a USMC squad is directly eliminated by an Event, the player suffers only a 5 VPs loss (two 'bad news' and negative morale effects instead of one).

7.2.2. Level of Victory

If the VP total is greater than 10, the player has won a major victory. If the VP total lies between 0 and 10 inclusive, the player has won a minor victory. If the VP total is lower than 0, the player has won a bitter victory.

8. GAME SEQUENCE

The game is played over a maximum of 16 turns (13 turns only, if using the game variant [15]) each one representing around 15 minutes. Each game turn is split into several Phases which must be played in the following order:

1. Support Phase [9]
2. USMC Reinforcements Phase [10]
3. Fire Combat Phase [11]
4. Movement Phase [12]
5. Assault Phase [13]
6. Reorganisation Phase [14]

9. SUPPORT PHASE

9.1. GENERALITIES

During the Support Phase the player may carry out an unspecified number of Missions, within the limits available [9.2]. For this, the player chooses a specific Mission [9.3] and rolls a d10. If the result falls within the correct range, the Mission is successful and he applies its effects. Otherwise, the Mission is postponed and the player determines the insurgent Reaction [9.4]. After a successful Mission, the player may attempt to call up a new Mission (identical or different to the preceding one) following the same procedure. The Support Phase automatically finishes at the end of an insurgent Reaction (whatever the result of the d10), or when the player does not wish to call up any more Missions for the current turn.

9.2. RESTRICTIONS ON THE NUMBER OF MISSIONS

Each Mission can only be carried out a certain number of times during the game. This maximum is indicated on the Support Missions table [9.3], and only includes successful Missions [9.1].

9.2.1. At the start of the game the Mission markers are placed in their respective '0' spaces on the map. After each successful Mission the marker is advanced one space.

9.3. LIST OF MISSIONS

The available Missions are laid out in the following table.

SUPPORT MISSIONS TABLE

| Success Roll | Mission (Max #) | Description |
|--------------|---|---|
| 0-8 | 'Dragon Eye' Unmanned Aerial Vehicle report (4) | The player may choose two Adjacent or Neighbouring Zones under insurgent Control which are clear of any USMC units. He Activates these Zones (if this has not already been done [4.1.3]) then, in the case of Normal Zones [5.3.3], he Activates the 'Suspect' markers in these Zones. On a result of 'IED/Sniper' the 'Suspect' marker is retained on the map (it is considered not to have been Activated). |
| 0-6 | AH-1W 'Super Cobra' Close Air Support (2) | The player may remove from the map up to 2 'Insurgents' units or 2 'Suspect' markers (or 1 'Insurgents' unit and 1 'Suspect' marker) which are in the same insurgent Controlled Zone (except Zone 26) and clear of any USMC units. |
| 0-4 | F/A-18 'Hornet' Close Air Support (1) | The player may Activate an insurgent Controlled Zone (except Zone 26), clear of any USMC units and which is neither Neighbouring or Adjacent to a Zone occupied by a USMC unit. All 'Insurgents' units and all 'Suspect' markers in the Zone are then eliminated. The Zone becomes a Ruins Zone [4.1.6]. This mission can also be called in upon a previously Activated Zone, with the same effects. |

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9.4. INSURGENT REACTION

The insurgents took advantage of the respite offered by a cancelled mission to reorganise and react in a more effective way. By not constantly calling up support missions, the player keeps the pressure up on the insurgents and thus deprives them of the opportunity to take the initiative.

9.4.1. When the player calls up a Mission, and the Mission is postponed [9.1], the insurgents have the chance to respond by temporarily taking the initiative. To determine the nature of this Reaction, the player rolls a d10 and consults the following table. The effects are applied immediately.

9.4.2. Reactions marked with a '†' symbol do not apply in Zones which contain a Security Element.

INSURGENT REACTIONS TABLE

| d10 | Reaction | Effects |
|-----|---|--|
| 0-1 | No effect | The Insurgents are caught off guard and take no effective measures. |
| 2-3 | Reinforcements † | For each 'Guerillas' unit on the map the player draws an 'Insurgents' counter. If the 'Insurgents' counter has a higher CF on its 'Guerillas' side than that of the unit on the map, the latter is replaced and its counter put back in the draw pool. If the CF is equal to or less than that of the unit on the map, the newly drawn counter is put back in the draw pool. |
| 4-5 | Retreat † | All 'Guerillas' units in the same Zones as a USMC squad must carry out a Retreat Movement [13.6] |
| 6 | 'The Eagle of Fallujah' | Each USMC squad in a Zone under insurgent Control undergoes a Sniper Attack as per [11.4.1]. |
| 7-8 | Counter-attack † | In every Zone containing both 'Guerillas' units and USMC squads, the insurgents conduct an Assault. In each of these Zones, only the 'Guerillas' unit with the highest CF (determined at random if more than one) moves Adjacent to the USMC squad. Then the Assault is resolved without any die roll modifier. |
| 9 | House Borne Improvised Explosive Device (HBIED) | Each USMC squad in a Zone under USMC Control (determined at random, but excepting Zone 26 and Ruins Zones) which is Neighbouring or Adjacent to a Zone under insurgent Control, falls victim to a booby-trapped building. This Zone becomes a Ruins Zone [4.1.6]. USMC squads in Locations marked 2, 2' and R are eliminated. Any other USMC squads in the Zone suffer a Step Loss and are Pinned. |

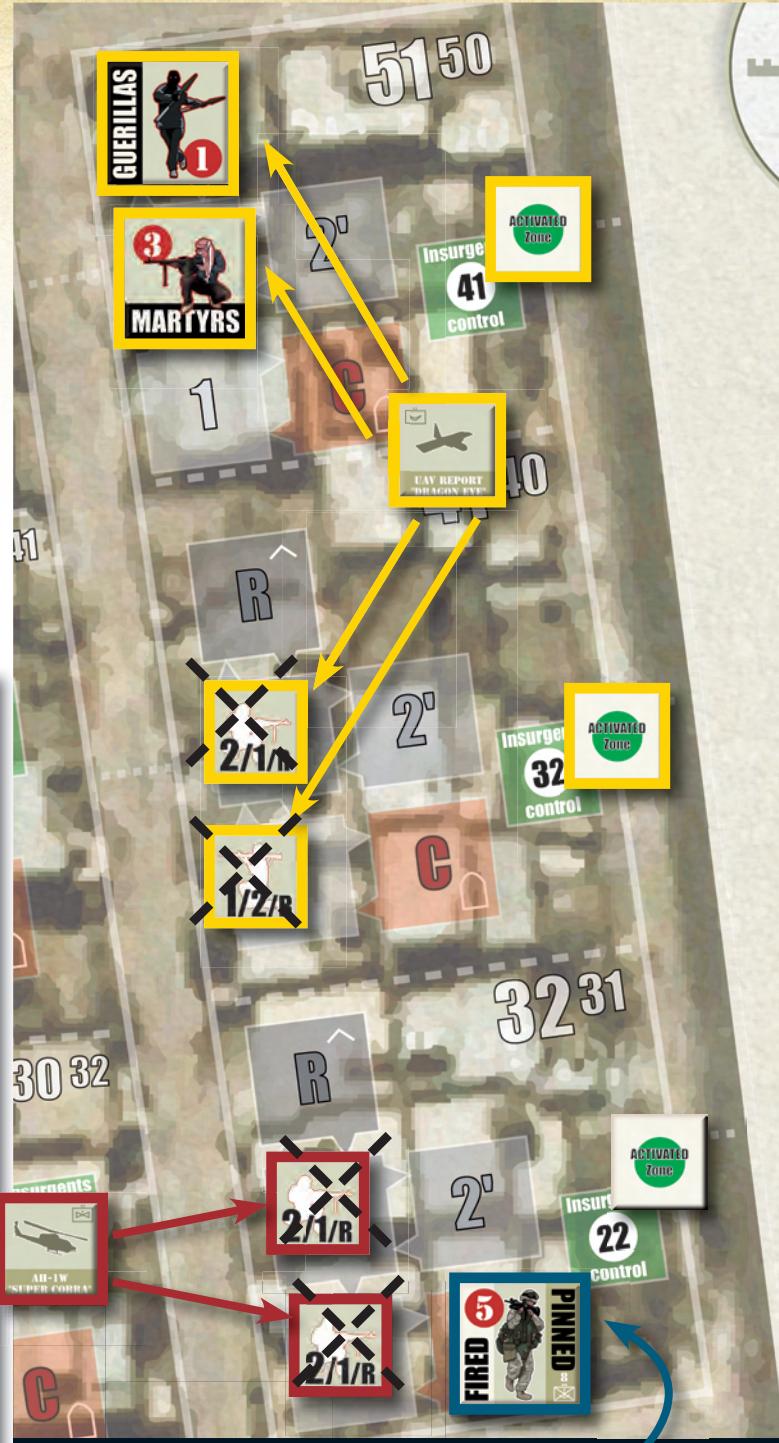
10. USMC REINFORCEMENTS PHASE

10.1. COMPANY REINFORCEMENTS

From the start of turn 2 onwards, the player may decide to commit some, none or all of his Company Reinforcements [6.3]. To do this, he places a USMC squad into a Zone identified by a black circle which is under USMC Control [14.1], and in the Location which contains the entry symbol \square . Committing his Company Reinforcements does not penalise the player in terms of VPs.

10.2. ARMOURED REINFORCEMENTS

From the start of turn 2 onwards, the player may also bring on an M1A1 Abrams support [5.1.3]. The support is placed in a Street Section along the north edge of the map,



EXAMPLE OF THE SUPPORT PHASE:

It is the start of turn 5 and the player wants to move forward rapidly on his right flank in order to overwhelm the enemy's defences. To do this, he wants to know if it would be possible to move over the rooftops from Zone 22 in order to carry out Flooding tactics [13.4.8] and thus take control of Zones 32 and 41 more quickly. He already controls Zone 12 (his start point), and the Neighbouring Zone 22 was Activated at the start of the previous turn (2 'Suspect' markers appeared). During the Support Phase he successfully calls up a reconnaissance Mission ('Dragon Eye UAV Report': d10 = 6; in orange) and activates the two Adjacent Zones 32 and 41. He draws an 'Activated Zone' marker for Zone 32 (Normal Zone) [4.1.3] and then places 2 'Suspect' markers in Locations 1 and 2. He draws an 'Activated Zone' marker in the same way for Zone 41 then places 2 'Suspect' markers in Locations 2 and R. Given that the 2 Zones are not Fortified, the player can Activate the 'Suspect' markers present in the Zones [5.3.3]. Once completed, the reconnaissance Mission has allowed the player to check that Zone 32 was empty and to uncover two groups of combatants in Zone 41. With a 'Martyrs' unit positioned on the roof which cannot be targeted by an M1A1 Abrams support, it will be the task of the USMC squad to reduce this strong point. In order to both preserve his troops and maintain his momentum, the player decides not to engage the 'Suspect' markers in Zone 22. He calls for and gets a support Mission (AH-1W CAS: d10 = 3; red) allowing him to remove the 2 'Suspect' markers from the map. The player then finishes his Support Phase for turn 5. During his Movement Phase (marked in blue), his USMC squad #8 leaves Zone 12 (not in the illustration) to enter Location marked C in Zone 22 [12.5].

and adjacent to a Zone under USMC Control. Bringing an M1A1 Abrams support into play does not penalise the player in terms of VPs.

10.3. BATTALION REINFORCEMENTS

From the start of turn 9 onwards (turn 7 in the game variant [15]), the player may decide to commit some or all of his Battalion Reinforcements [6.3]. To do this, he places a USMC squad in a Zone identified by a black circle which is under USMC Control [14.1], and in the Location which contains the entry symbol Committing each USMC squad from Battalion Reinforcements penalises the player in terms of VPs [7.2.1].

10.4. IRAQI REINFORCEMENTS

From the turn following the player's taking Control [14.1] of a Neighbouring Zone to Zone 26, the player may bring on his 3 IIF squads as reinforcements [5.1.6]. They enter the game on the same turn and are placed in Zones identified by a black circle which are under USMC Control [14.1], and in the Locations which contain the entry symbol . Bringing the IIF squads into play does not penalise the player in terms of VPs.

11. FIRE COMBAT PHASE

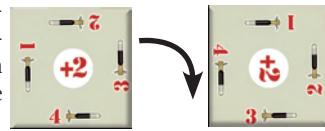
11.1. GENERALITIES

A USMC squad in a Zone Controlled by the player [14.1], as well as an M1A1 Abrams support in a Street Section, can Fire at a 'Suspect' marker or an 'Insurgents' unit in an Adjacent or Neighbouring Zone which is clear of any USMC units. The player resolves his Fire opportunities one by one.

11.1.1. Fire Combat is not permitted within a Zone (i.e. if the USMC unit and its target are in the same Zone). When firing across Zone 27, see 4.1.2.1 and 4.3.1.2.

11.1.2. If the USMC squad which is firing is reinforced by a CAAT support which still has an 'Ammo' marker, and if this stack is in a Location marked OG, C or R, then the player may apply (if he wishes) the CAAT support's bonus.

11.1.2.1. The 'Ammo' marker of a CAAT support is used to provide a +2 modifier to the CF of the USMC squad it is attached to, and can only be used during Fire Combat. The values printed on the edges of the 'Ammo' marker indicate the number of times the CAAT support can take part in Fire Combat (4 at the start of the game). After each use of this modifier, the 'Ammo' marker is rotated 90° to the right to keep track of the munitions. If the last of the munitions has been used, the 'Ammo' marker associated with the CAAT support is removed from play.



11.1.3. An M1A1 Abrams support cannot fire at a 'Suspect' marker or an 'Insurgents' unit which is in a Location marked R. In addition, an M1A1 Abrams support in a Location marked OG [12.6.2] may not fire either.

The M1A1 Abrams support firepower is simulated by a specific DRM during Defensive Fire in a Location marked OG [12.7.2].

11.2. RESOLUTION OF FIRE COMBAT

11.2.1. The player rolls a d10 and applies the following (cumulative) modifiers:

- +1: 'Insurgents' unit not in a Location marked R.
- +2: 'Insurgents' unit in a Fortified Zone.
- +1: 'Martyrs' unit in a Normal Zone.
- +1: 'Suspect' marker.
- 1: 'Phantom Fury' Event [13.4.3.2].

Example 1: Firing at a 'Martyrs' unit situated in a Location marked 1' in a Normal Zone would result in a modifier of +2 (+1 for being a 'Martyrs' unit in a Normal Zone +1 for being an 'Insurgents' unit in a non-R location = +2).

Example 2: Firing at a 'Suspect' marker situated in a Location marked 1' in a Forti-

fied Zone would result in a modifier of +1 (+1 for being a 'Suspect' marker; note a 'Suspect' marker is not an 'Insurgents' unit so the modifiers with this association do not count here).

Any 'Insurgents' unit in Zone 26 (mosque) has a de facto modifier of +3.

11.2.2. If the final result of the d10 is lower than or equal to the CF of the USMC unit (possibly reinforced by a CAAT support), the player applies the following result, depending on the target:

- an 'Insurgents' unit suffers a Step Loss and is therefore eliminated [5.2.1].
- a 'Suspect' marker is Activated [5.3.3; 5.3.4].

11.2.3. If the final result of the d10 is higher than the CF of the USMC unit, the Fire Combat action has had no effect (the 'Suspect' marker remains in place in its Location or the 'Insurgents' unit is untouched).

11.2.4. No matter what, if the unmodified d10 roll is 9, the Fire Combat action has no effect.

11.3. FIRED UNITS

A USMC unit which has Fired has its counter rotated to the right so that the remark 'FIRED' is uppermost. A Fired USMC unit may neither move during the Movement Phase, nor attack during the Assault Phase.



11.4. SNIPER ATTACK

11.4.1. After firing, and the Activation of a 'Suspect' marker, the USMC squad which originated the Activation may become the victim of a Sniper Attack. A Sniper Attack is not possible after an M1A1 Abrams support has fired.

11.4.1.1. The player totals the number of 'Insurgents' units and 'Suspect' markers (including those which had been targeted) situated in the Adjacent and Neighbouring Zones of the Zone occupied by the USMC squad concerned. The player rolls a d10 and if the result is lower than or equal to this number, the USMC squad is Pinned [11.5]

11.4.1.2. In addition, if the result of the d10 is 0, the USMC squad also suffers a Step Loss.

11.4.2. While crossing a Street Section [12.5.2], a USMC squad can be the victim of a Sniper Attack.

11.4.2.1. The player totals the number of 'Insurgents' units situated in the Zones Adjacent to the Street Section occupied by the USMC squad concerned. If this number is greater than zero, the player rolls a d10. If the result of the d10 is lower than or equal to this number, the USMC squad suffers a Step Loss. At the same time, the player totals the number of 'Suspect' markers situated in the Zones Adjacent to the Street Section occupied by the USMC squad concerned. If this number is greater than zero, he rolls a d10. If the result of the d10 is lower than or equal to this number, the USMC squad is Pinned [11.5].

11.4.2.2. If the Street Section is occupied by an M1A1 Abrams support, the 'Suspect' markers are ignored when resolving the Sniper Attack and a 'Step Loss' result becomes a 'Pinned' result.

11.4.2.3. The two results (Step Loss and Pinned) can be cumulative from the same Sniper Attack.

11.5. PINNED UNITS

A USMC squad which becomes Pinned has its counter rotated to the left so that the remark 'PINNED' is uppermost. A Pinned USMC squad can neither Fire during the Fire Combat Phase, move during the Movement Phase, nor attack during the Assault Phase. A Pinned USMC squad ignores any subsequent Pinned result.



12. MOVEMENT PHASE

12.1. GENERALITIES

12.1.1. During this Phase, the player can move all, some or none his units (USMC/ IFF squads and M1A1 Abrams support) one at a time according to their MC. A Pinned [11.5] or Fired [11.3] unit may not move during the Movement Phase.

12.1.2. *"After the structure has been cleared, the squad must immediately conduct a detailed search of the house for weapons. The search must be quick, but thorough, leaving nothing untouched. [...] Another continuing action is to render the interior and exterior doors unable to close. This action helps if the structure needs to be cleared again later."*

A USMC squad which starts its movement in or which enters a Zone under insurgent Control containing no 'Suspect' markers or 'Insurgents' units must remain in the Zone and end its movement in that Zone. In addition, this USMC squad cannot declare an Assault against an 'Insurgents' unit or a 'Suspect' marker in an Adjacent Zone [4.2.2].

12.2. STACKING

12.2.1. In a Zone controlled by the Insurgents

In order to limit friendly fire, each USMC squad was allocated a specific Zone to clear.

12.2.1.1. A Zone Controlled by the insurgents may only contain one USMC squad (and any CAAT support, 'Hero' marker, Security Element, attached to it). This limit applies at all times (the presence of an M1A1 Abrams support does not affect stacking [12.6.2]).

Remember that a Security Element is not a USMC squad: it is simply an element of the squad. The same applies to CAAT supports and 'Hero' markers.

12.2.1.2. Each Location in a Zone Controlled by the insurgents can only contain one 'Insurgents' unit or one 'Suspect' marker. A 'Suspect' marker or an 'Insurgents' unit cannot occupy the same Location as a USMC squad.

12.2.2. In a Zone controlled by USMC troops

Each Location in a Zone under USMC Control [14.1] can only contain one USMC squad (and any CAAT support, 'Hero' marker, Security Element, attached to it). Exception: Crossing a Street Section [12.5.3]. This limit is checked at the end of the movement Phase. There is no restriction on temporary stacking of USMC squads while moving (i.e. a squad may cross a Location occupied by another USMC squad).

12.2.3. In a Street Section

12.2.3.1. A USMC squad may move across a Street Section [12.5] (even if it is occupied by an M1A1 Abrams support) but it may not voluntarily end its movement there [12.5.3; 12.5.4].

12.2.3.2. A Street Section may only contain one M1A1 Abrams support and one USMC squad. This limit applies at all times.

The implication of this limit is that if a squad is Pinned in a Street Section, no other squad can enter that Street Section.

12.3. MOVEMENT WITHIN A ZONE

12.3.1. A USMC squad moves within a Zone from Adjacent Location to Adjacent Location [4.2.2]. Each Location covered costs 1 Movement Point (MP). A USMC squad may not enter a Location occupied by a 'Suspect' marker or an 'Insurgents' unit.

12.3.2. Securing a Zone

"The squad should be organized by using the traditional three elements of assault, support and security. [...] The security element is responsible for clearing and securing the courtyard or rooftop foothold prior to the assault element moving to the entry point. When assault and support make entry into the structure, two Marines are left

behind to isolate the house (rooftop) and secure the squad's entry point. The rest of the Marines will fall in the stack behind the support section."

12.3.2.1. A USMC squad in a Location marked C or R may detach its Security Element [5.1.2] in order to cover itself [12.7.2] and to prevent 'Guerillas' units from leaving the Zone as part of a Retreat Movement [13.6.4]. This operation costs 1 MP and takes place before any Defensive Fire [12.7]. A 'Security Element' marker is placed in the Location currently occupied by the squad, which can then continue its movement.



12.3.2.2. During the whole time of this detachment, the USMC squad concerned may not leave the Zone it is occupying with its Security Element. In addition, the USMC squad has its CF reduced by 1 (indicated by '-1' on the 'Security Element' marker).

12.3.2.3. A USMC squad automatically regains its Security Element during the Reorganisation Phase [14.3.1] if the Zone which it is occupying is under USMC Control. If the Zone is under insurgent Control, the USMC squad must spend all its MPs (while still remaining in its Location) to pick up its Security Element again during any subsequent Movement Phase. Once integrated back into the squad, the 'Security Element' marker is withdrawn from the map.

12.4. MOVEMENT FROM ONE ZONE TO ANOTHER ZONE

"In traditional MOUT training, making nonstandard entry points, such as walls and windows, is taught. Unfortunately, Marines were responsible for clearing 50 to 60 structures a day. There simply was not enough time or explosives to breach the walls or barred windows. Almost all of the entry points were existing doors."

12.4.1. A USMC squad is allowed to move from one Zone to another only if the Zones are Adjacent [4.1.1] and then only between Adjacent Locations [4.2.2]. It costs 1 MP to enter these Locations.



12.4.2. Restrictions

No USMC unit may enter Zone 26, with the exception of the M1A1 Abrams support [12.6.2] and IIF squads [5.1.6.1]. No unit may enter Zone 27.

12.4.3. Taking Cover

A USMC squad may leave a Zone under insurgent Control only if it has suffered a Step Loss, and then only to move to an Adjacent or Neighbouring Zone under USMC Control. Exception: [12.1.2]. If the USMC squad is in a Zone identified by a black circle and there is no Adjacent or Neighbouring Zone under USMC Control, the squad is withdrawn from the game, and the player only suffers a penalty of -2 VPs [7.2.1], not -5 VPs.

12.5. CROSSING A STREET SECTION

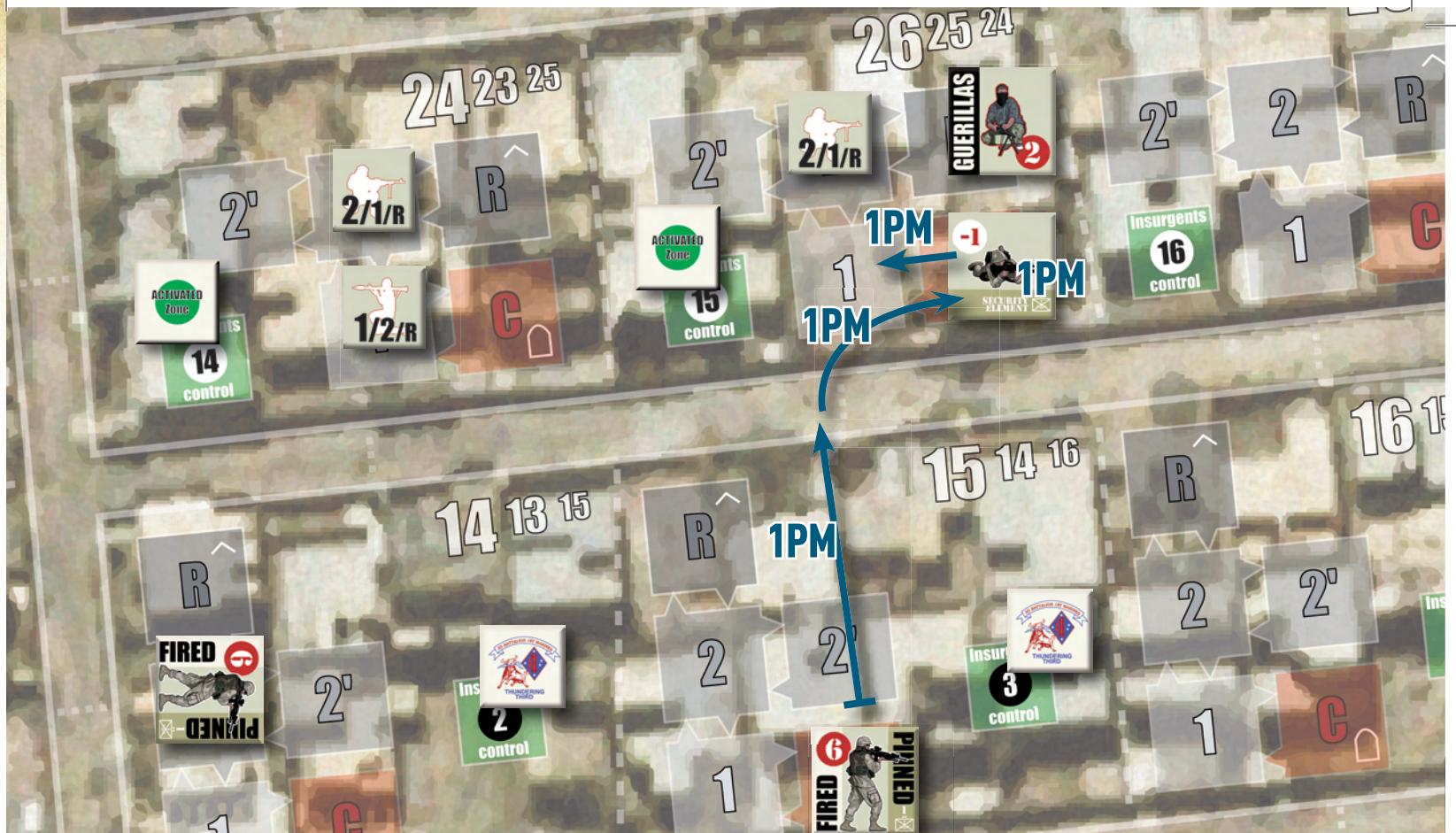
12.5.1. To get into a Neighbouring Zone, a USMC squad must leave a Location which has a door entry symbol , then enter an Adjacent Street Section [4.3.1] and finally enter another Adjacent Location which has a door entry symbol . The entry cost for a Street Section is 1 MP.

12.5.2. If at least one of the Zones Adjacent to the Street Section crossed by the USMC squad is occupied by a 'Suspect' marker or an 'Insurgents' unit, the squad undergoes a Sniper Attack [11.4.2].

12.5.3. "Casualties must never be left behind!"

This rule prevents the player from continuing his movement if the squad has suffered a Step Loss while crossing a Street Section. It simulates getting the casualties into shelter.

If the USMC squad (or its reinforcing CAAT support) suffers a Step Loss from a Sniper Attack, it automatically returns to the Location it has just left and its movement ends. If the squad suffers a result of 'Pinned', its movement ends in the Street Section.



EXAMPLE OF A STREET CROSSING :

During the Fire Combat Phase, USMC squad #4 (Zone 2) fires at the 'Suspect' marker situated in Location R of Zone 15 (d10 = 5 with a modifier of +1 for the 'Suspect' marker [11.2.1], giving a final result of 6) and Activates it (d10 = 6; random draw of a 'Guerillas' unit, CF=2). During the following Movement Phase, USMC squad #1 rushes out of Zone 3 into the Street Section (1 MP) and undergoes a Sniper Attack [12.5.2]. The player counts 1 'Insurgents' unit and 3 'Suspect' markers, and then rolls two d10 (respective results: 3 and 4). USMC squad #1 crosses the street untouched [11.4.2] and enters Location C of Zone 15 expending 1 additional MP to detach its Security Element [12.3.2]. In this Location it comes under Defensive Fire from the 'Guerillas' unit (d10 = 2 with a modifier of +1 thanks to its Security Element) and again comes out unscathed, without however having activated the 'Suspect' marker in Location 2 [12.7.3] (d10 = 4, lower than or equal to its CF of 5). Finally, it advances into Location 1 (1 MP) and prepares to Assault the 'Suspect' marker.

12.5.4. A USMC squad may not cross two consecutive Street Sections. Similarly, a USMC squad which starts its movement in a Street Section may not move directly into another Street Section.

12.6. MOVEMENT OF M1A1 ABRAMS SUPPORT

12.6.1. This rule simulates the unknown hazards of moving which heavy tanks could encounter in the narrow streets of Jolan District (collapsing roads, road blocks, electric cables, etc.). The rule also takes account of the superficial damage suffered by the tanks in action (e.g. damaged optics).

The MC of an M1A1 Abrams support is determined at each Movement Phase. When the player decides to move an M1A1 Abrams support, he rolls a d10 and consults the following table to discover its MC:

| | |
|-----|--------|
| 0-1 | MC = 4 |
| 2-5 | MC = 3 |
| 6-8 | MC = 2 |
| 9 | MC = 1 |

| D10 | MC |
|-----|----|
| 0-1 | 4 |
| 2-5 | 3 |
| 6-8 | 2 |
| 9 | 1 |

12.6.2. An M1A1 Abrams support only moves in Street Sections at the cost of 1 MP per Street Section covered. In addition, it can move from a Street Section into a Location marked OG in an Adjacent Zone (and vice versa) for the same cost of 1 MP. **12.6.3.** An M1A1 Abrams support must finish its movement in a Street Section Adjacent to a Zone under USMC Control or, if it is in a Location marked OG, in a Neighbouring Zone [4.1.2] to a Zone under USMC Control.

12.7. DEFENSIVE FIRE

12.7.1. A USMC squad which enters a Location marked C or OG in a Zone Controlled by the insurgents suffers Defensive Fire from all the 'Insurgents' units present in that Zone.

12.7.2. Resolution of Defensive Fire

For each 'Insurgents' unit, the USMC player rolls a d10 and applies the following DRMs :

-1: USMC squad alone in a Location marked OG.

-1: 'Fanaticism' Event [13.4.3.2].

+1: USMC squad accompanied by an M1A1 Abrams support in a Location marked OG [12.6.2].

+1: USMC squad in a Location marked C with its Security Element [12.3.2.1].

+1: USMC squad in a Location marked C in a Ruins Zone [4.1.6].

If the final result of the d10 is lower than the CF of the 'Insurgents' unit, the USMC squad suffers a Step Loss (but it may continue its movement). If the final result of the d10 is equal to the CF of the 'Insurgents' unit, the USMC squad is Pinned [11.5] in the Location. On any other result, the Defensive Fire has no effect.

12.7.3. 'Suspect' Markers

Those insurgents as yet undiscovered preferred to attack squads which had the lowest strength in numbers or which already had casualties (i.e. those with the weakest CF). Faced with a stronger enemy, they preferred to remain hidden.

Each 'Suspect' marker which satisfies the Defensive Fire conditions of an 'Insurgents'

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unit [12.7.1] is Activated if the result of a d10 roll is higher than the CF of the USMC squad concerned (taking account of any reduction due to a detached Security Element [12.3.2.2]; a d10 roll for each 'Suspect' marker). If this Activation results in the placing of a new 'Insurgents' unit, the new unit immediately carries out Defensive Fire.

13. ASSAULT PHASE

An infantry squad can assault structures using two different methods. Traditionally, the top-down assault is taught as being the most ideal method for clearing a structure. Realistically, this may not be the best option for the infantry squad. [...] Overall, there should not be a standard assault method."

A USMC squad may declare an Assault against a 'Suspect' marker or an 'Insurgents' unit situated in an Adjacent Location [4.2.2]. Depending on the Locations occupied by these units, the Assault is a 'Top-Down', 'Bottom-Up' or Normal type. An Assault is never compulsory. The player resolves his Assaults one by one.

13.1. 'TOP-DOWN' TYPE ASSAULT

The Assault is a 'Top-Down' type if:

- the USMC squad occupies a Location marked R and the enemy unit a Location marked 2.
- the USMC squad occupies a Location marked 2 and the enemy unit a Location marked 1.

13.2. 'BOTTOM-UP' TYPE ASSAULT

The Assault is a 'Bottom-Up' type if:

- the USMC squad occupies a Location marked 1 and the enemy unit a Location marked 2.
- the USMC squad occupies a Location marked 2 and the enemy unit a Location marked R.

13.3. NORMAL TYPE ASSAULT

The Assault is a Normal type Assault if it does not fulfil the conditions for either a 'Top-Down' or a 'Bottom-Up' Assault. (ex: if the enemy units occupy the Location marked R in two Adjacent Zones ; if a USMC squad occupies a Location marked C and Assaults an 'Insurgents' unit who occupy Location 1 in the same Zone; etc.).

13.4. ASSAULT RESOLUTION

"After contact is made the guerillas will disengage and evade. [...] The martyrs want to die by the hands of Marines. Their tactics reflect their purpose. The martyrs will make fortified positions in houses and wait. Marines will come, the martyrs will fight, and they will die in place."

13.4.1. If a USMC squad launches an Assault against a 'Suspect' marker, the marker is immediately Activated [5.3.3; 5.3.4] to determine its true nature.

13.4.2. Each unit involved in the Assault rolls a d10 and inflicts a Step Loss on the opposing unit if the final result of its d10 is lower than or equal to its own CF. All the modifiers detailed below are cumulative [13.4.4; 13.4.5; 13.4.6]. Exception: If the player chooses to use explosives [13.7.1], no die roll modifier applies. In any case, if the unmodified d10 roll is 9, the enemy unit suffers no Step Loss.

The result of the d10 roll for each unit is applied simultaneously (see example below), unless in the particular case of an Event.

13.4.3. Events

If the unmodified result of the preceding d10 roll [13.4.2] is 0, the side concerned rolls a second d10 and consults its Events table. The effects of these Events are applied either before or after the Assault is resolved, depending on the Event's description.

13.4.3.1. Cancelled Event

If both sides (USMC/IIF and insurgents) obtain an unmodified 0 during an Assault, no Event is generated. Similarly, Insurgents Events are nullified in a Zone containing a 'No Insurgents Event' marker [13.6.4].

EVENTS TABLE FOR USMC SQUADS (DOES NOT APPLY TO IIF UNITS)

| d10 | Event | Description |
|-----|--------------|--|
| 0-1 | Phantom Fury | See [13.4.3.2] |
| 2-4 | Hero | A Hero appears in the USMC squad [5.1.5] before the Assault is resolved. |
| 5-7 | USMC sniper | The CF of the 'Insurgents' unit is reduced by 1 before the Assault is resolved (select a corresponding counter from the draw pool). If the 'Insurgents' unit's initial CF is 1, it is immediately eliminated. |
| 8-9 | Flight | If the 'Insurgents' unit is a 'Guerillas' unit, its CF is reduced by 1 before the Assault is resolved (select a corresponding counter from the draw pool). If the 'Guerillas' unit's initial CF is 1, it remains unchanged. |

13.4.3.2. 'Phantom Fury' Event

The player places a 'Phantom Fury' (0015) marker in the Zone where the Event is to happen. Until the end of the next game turn, all USMC squads (except IIF squads) in the Zone containing this marker and in the Adjacent and Neighbouring Zones have a -1 DRM (cumulative) on their d10 rolls for all Fire Combat and all Assaults. The effects of several 'Phantom Fury' Events are not cumulative in a Zone.



EVENTS TABLE FOR 'INSURGENTS' UNITS FACING USMC SQUADS

| d10 | Event | Description |
|-----|------------------|--|
| 0-1 | Fanaticism | See [13.4.3.3] |
| 2-3 | Confusion | The Assault is cancelled before resolution. |
| 4-5 | Suicide Bomber | If the 'Insurgents' unit is a 'Martyrs' unit, it and the USMC squad are automatically eliminated during the Assault. |
| 6-9 | Drugged Fighters | If the 'Insurgents' unit suffers a Step Loss it is replaced by a unit of the same type with the CF reduced by 1 (select a corresponding counter from the draw pool). If its initial CF was 1, it remains unchanged. |

13.4.3.3. 'Fanaticism' Event

The player puts a 'Fanaticism' marker in the Zone where the Event is to happen and in all the Zones under insurgent Control belonging to the same Block [4.4]. All the 'Insurgents' units present in these Zones benefit from a DRM of -1 (cumulative) on their d10 rolls, for all Defensive Fire and all Assaults. In addition, they are exempt from all Retreat Movement [13.6]. The effects of a 'Fanaticism' marker in a Zone end when the Zone comes under USMC Control (the marker is then removed from the map). A Zone may only have one 'Fanaticism' marker at any one time.



13.4.3.4. If the Assault is being led by an IIF squad in Zone 26 [5.1.6.2], the following Events table is used which is common to the units of both sides (IIF and insurgents).

EVENTS TABLE FOR ASSAULTS BETWEEN IIF UNITS AND 'INSURGENTS' UNITS

| d10 | Event | Description |
|-----|-------------------------|--|
| 0-1 | Al Fajr (a new dawn) | The CF of the IIF squad is temporarily increased by 2 for the Assault's resolution. |
| 2-4 | Fallujah! | The CF of the IIF squad is temporarily increased by 1 for the Assault's resolution. |
| 5-7 | Confusion | The Assault is cancelled before resolution. |
| 8-9 | Drugged Fighters | If the 'Insurgents' unit suffers a Step Loss it is replaced by a unit of the same type with the CF reduced by 1 (select a corresponding counter from the draw pool). If its initial CF was 1, it remains unchanged. |

13.4.4. Modifiers applicable to all types of Assault

The player applies the following DRMs to the d10 roll of the USMC unit:

- +1: Assault triggering the activation of a 'Suspect' marker [13.4.1].
- +1: Assault against a 'Martyrs' unit.
- +1: Assault against a 'Guerillas' unit in a Fortified Zone.
- 1: 'Phantom Fury' Event.

The player applies the following DRM to the d10 roll of the 'Insurgents' unit:

- 1: 'Fanaticism' Event.

13.4.5. Modifiers specific to a 'Top-Down' Assault

"Top-down advantages are: – The enemy's defenses may not be prepared [...] and the squad could overwhelm the enemy rapidly. – The squad has more momentum when moving down the ladder wells. – The enemy's egress routes are greatly reduced because the squad can isolate the house by holding security on the back alleys and the front of the house from the roof."

"Top-down disadvantages are: – Once the squad makes entry and contact is made, pulling out of the structure is extremely difficult. – If the squad decides to break contact, they are moving opposite their momentum and more casualties will result."

The player applies a DRM of -1 to the d10 result of the USMC unit. If the 'Insurgents' unit is not eliminated during the Assault, the player in turn applies a DRM of -1 to the 'Insurgents' unit's d10 roll.

This almost retroactive application of the DRM applicable to the 'Insurgents' unit renders the idea that the USMC squad has broken off contact early and left the Location (expressing the failure of the USMC squad to eliminate the 'Insurgents' unit). Conversely, the elimination of the 'Insurgents' unit expresses the fact that the USMC squad has followed the assault through and taken control of the Location (therefore no retreat on its part and consequently no DRM for the 'Insurgents' unit).

13.4.6. Modifiers specific to a 'Bottom-Up' Assault

"Bottom-up advantages are: – The structure does not have to be flooded. – The structure can be cleared with fewer Marines because the clearing is more controlled and smooth. – Casualties can be pulled out faster and easier simply because gravity is working for the squad."

"Bottom-up disadvantages are: – The squad is moving into the enemy's defenses. It is easy for the enemy to hold the second deck and ladder well. – The squad is slow moving up the ladder well making it harder to maintain momentum. – The enemy has the ability to escape by using its pre-planned routes."

The player applies a DRM of +1 to the d10 result of the USMC unit. If the 'Insurgents' unit is not eliminated during the Assault, the player in turn applies a DRM of +1 to the 'Insurgents' unit's d10 roll.

13.4.7. Conclusion of the Assault

13.4.7.1. 'Insurgents' Unit

If a 'Martyrs' unit survives an Assault, it remains in its Location. If a 'Guerillas' unit survives an Assault, it must carry out a Retreat Movement [13.6].

Exception: 'Guerillas' units present in Zone 26 (mosque) and those units benefiting from the 'Fanaticism' Event [13.4.3.3] do not carry out a Retreat Movement: they remain in their Location. See also 13.6.

13.4.7.2. USMC Unit

If the Location occupied by the 'Suspect' marker or the 'Insurgents' unit is empty at the end of the Assault, the USMC squad must enter the Location. In addition, if the Assault was a 'Top-Down' type, and the USMC squad was occupying a Location marked R, the squad:

- must carry out a Flooding operation [13.4.8] if it has not suffered a Step Loss (i.e. the counter is face-up);
- may carry out a Flooding operation [13.4.8] if it has suffered a Step Loss (i.e. the counter is flipped).

Exception: A USMC unit may not carry out Flooding in a Fortified Zone [4.1.5]. See also 13.4.8.2.



EXAMPLE OF AN ASSAULT

(continuation from the preceding example):

USMC #1 carries out a 'Bottom-Up' Assault against the 'Suspect' marker. The marker is first of all Activated (d10=9) and replaced by a 'Martyrs' unit, CF=1, drawn at random. The result of the Assault's d10 roll for the USMC squad is 4 and that of the 'Martyrs' unit is 1. With a DRM of +3 (+1 for the Activation of the 'Suspect' marker ; +1 against a 'Martyrs' unit ; +1 because this is a 'Bottom-Up' Assault [13.4.6]), the USMC squad has a final score of 7 against a CF of 5. The 'Martyrs' unit does not suffer a Step Loss. At the same time, with a DRM of +1 (the USMC squad did not eliminate its adversary in this 'Bottom-Up' Assault [13.4.6]), the 'Martyrs' unit has a final score of 2. The USMC squad comes out of the Assault untouched, an Assault which concludes with both sides still present in their original Locations [13.4.7.1].



13.4.8. Flooding

"The structure must be flooded with Marines, and Marines have to go over the top of casualties in order to kill the enemy. Momentum must not be lost. [...] If casualties are taken they are nearly impossible to pull up the ladder well with all of their gear and a limp body. This is another reason why the structure must be flooded."

This technique allows the player to take Control of a Zone in one game turn. However, in the event of stiff resistance on the part of the insurgents it can prove costly in men.

Having progressed into Location 2 from Location R, the USMC squad will Assault all 'Suspect' markers and all 'Insurgents' units present in the Zone. This is done sequentially in the following order of Locations: 2', 1, 1'. All these successive Assaults benefit from the DRMs specific to a 'Top-Down' Assault [13.4.5].

13.4.8.1. If the first Location indicated contains a 'Suspect' marker or an 'Insurgents' unit, the USMC squad must immediately declare an Assault against the marker or the unit. If after this Assault the Location is empty and there are no more 'Suspect' markers or 'Insurgents' units in the Zone, the USMC must enter the Location. Otherwise, the USMC squad must (if necessary) move Adjacent to the next Location occupied by a 'Suspect' marker or 'Insurgents' unit and declare a new Assault. This Flooding procedure ends as soon as:

- an 'Insurgents' unit is not eliminated and remains in its Location, or
- the Zone is clear of all 'Suspect' markers and all 'Insurgents' units, or
- the USMC squad is restricted by its CF [13.4.8.2], or
- the USMC squad is eliminated.

The first point will happen consistently in the case of a 'Martyrs' unit, or a 'Guerillas' unit which cannot conduct a Retreat Movement [13.6].

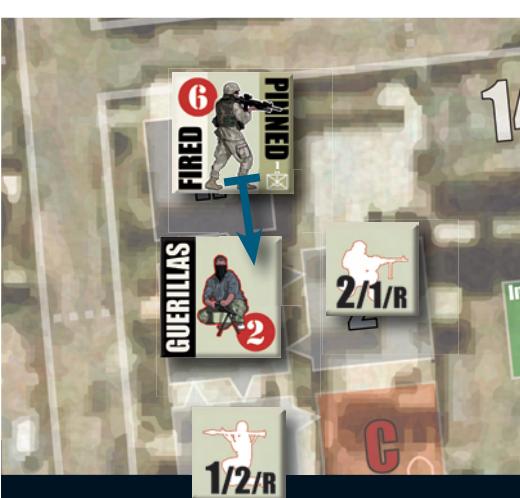
13.4.8.2. "Top-down disadvantages are: [...] Marine squads may not have enough Marines to effectively flood the structure."

A USMC squad with $CF \leq 4$ (taking account of any reduction due to a detached Security Element [12.3.2.2]) may neither start nor continue with Flooding.



EXAMPLE OF FLOODING:

During its Movement Phase, USMC #1 squad enters Location R in Zone 3 (1 MP), advances into the Adjacent Location R (1 MP) of the Adjacent Zone 2 [12.4.1] and prepares to Assault the 'Guerillas' unit.



During the Assault Phase, the results of the two d10 rolls are 5 (USMC squad) and 3 ('Guerillas' unit), giving a final score of 4 for the USMC squad (-1 for the 'Top-Down' Assault) which eliminates the 'Guerillas' unit and 3 (no DRM) for the 'Guerillas' unit. The USMC squad comes out of the Assault unscathed and must immediately conduct Flooding [13.4.7.2].



The USMC squad must first of all carry out an Assault (1) against the 'Suspect' marker in Location 2' [13.4.8.1]. After Activation the marker turns out to be a dummy [d10=2]. The USMC squad cannot enter the empty Location 2': it has to carry out an Assault (2) against the 'Suspect' marker in Location 1 [13.4.8.1]. The activation of this marker generates a 'Guerillas' unit, with CF=1.



The results of the two d10 are 6 (USMC squad) and 8 ('Guerillas' unit), giving a final result of 6 for the USMC squad (-1 for the 'Top-Down' Assault, +1 activating the 'Suspect' marker) which eliminates the 'Guerillas' unit, and 8 (with no DRM) for the 'Guerillas' unit. The USMC squad comes out of this final Assault untouched, which marks the end of the Flooding and the squad progresses to Location 1. At the end of the turn, Zone 2 comes under USMC Control.

13.5. IED ATTACK (IMPROVISED EXPLOSIVE DEVICE)

Following the Activation of a 'Suspect' marker during an Assault [13.4.1] or of Defensive Fire [12.7.3], a USMC squad may become the victim of an IED Attack. The USMC squad concerned rolls a supplementary d10. If the result of the d10 is lower than or equal to its CF, the squad is Pinned in its current Location. If the result is higher than its CF, the squad suffers a Step Loss.

13.6. RETREAT MOVEMENT

"The egress routes the guerillas use are preplanned and well rehearsed. They move in groups and withdraw perpendicular to the Marines' forward line of troops."

13.6.1. Only 'Guerillas' units may carry out a Retreat Movement after an Assault. **Exception:** 'Guerillas' units present in Zone 26 (mosque) and those benefiting from the 'Fanaticism' Event [13.4.3.3] make no Retreat Movement: they remain in their Location. See also 13.6.4. 'Martyrs' units remain in their Location until they are eliminated.

13.6.2. The Retreat Movement of a 'Guerillas' unit must be done following the highest priority Egress Route [4.1.7].

13.6.2.1. By default, a 'Guerillas' unit follows Egress Route priority 1 in the first in-

stance, and its Location in its new Zone is determined according to 5.3.2 by drawing a 'Suspect' marker. This 'Suspect' marker is then replaced in its container.

13.6.2.2. If the 'Guerillas' unit is unable to enter an empty Location in the Zone indicated by Egress Route priority 1 (because all the Locations are occupied [12.2.1.2], because the Zone is occupied and under USMC Control [13.6.3] or because it is Isolated [13.6.5]), it must follow Egress Route priority 2 (its Location within the new Zone being determined as per 13.6.2.1).

13.6.2.3. If the 'Guerillas' unit is unable to enter an empty Location in the Zone indicated by Egress Route priority 2, it must follow Egress Route priority 3 (the Location within the new Zone being determined as per 13.6.2.1).

13.6.2.4. If the 'Guerillas' unit is unable to enter an empty Location in any of the Zones indicated by the Egress Routes, it remains where it is in its present Location.

13.6.3. A 'Guerillas' unit cannot carry out a Retreat Movement to a Zone which is under USMC Control and which contains a USMC squad, but it can do so if the Zone is clear of any USMC squads, in which case the Zone passes back under Control of the insurgents (the 'USMC Control' marker is flipped to its 'Activated Zone' side).

13.6.4. Security Elements and Retreat Movement

A 'Guerillas' unit may not carry out a Retreat Movement if it is in the same Zone as a Security Element. It remains where it is in its present Location and its CF is reduced

by 1 (take a unit with the correct value from the 'Insurgents' units container; if its initial CF is equal to 1, it remains unchanged). In addition, during any future Assaults in this Zone, all 'Insurgents' Events are cancelled (place a 'No Insurgents Event' marker in the Zone). These restrictions disappear as soon as the Zone no longer contains a Security Element [12.3.2.3; 14.3.2]. The player then removes the 'No Insurgents Event' marker from the Zone.

13.6.5. Isolation

"If contact is made with guerillas, and the block is not isolated on all four sides, then their chance of escape increases exponentially. Isolation of the block is absolutely necessary in order to prevent any 'squirters'."

Certain Egress Routes lead towards a Neighbouring Zone separated by one or two Street Sections. If each of these Street Sections is:

- occupied by an M1A1 Abrams support, or
 - Adjacent to a Street Section occupied by an M1A1 Abrams support, or
 - Adjacent to a Zone under USMC Control containing a USMC squad,
- a 'Guerillas' unit cannot make a Retreat Movement towards this Neighbouring Zone and rule 13.6.2.2, 13.6.2.3 or 13.6.2.4 (Egress Route priority) applies to it.

A USMC squad Pinned in a Street Section does not count towards Isolation.

13.6.6. Map EXIT

All the Zones situated along the south edge of the map contain only one Egress Route, marked with the word 'EXIT'. A 'Guerillas' unit which has to carry out a Retreat Movement from such a Zone is permanently removed from the map unless it is blocked by a Security Element [13.6.4] or is Isolated [13.6.5]. In this case, rule 13.6.2.4 applies. A 'Guerillas' unit which escapes through an 'EXIT' Egress Route does not count towards the USMC player's VPs [7.2.1].



13.7. EXPLOSIVES

"Each explosive device (used during the fight for Fallujah) was developed in response to the enemy's tactics and has been proven to work. [...] A 60mm or 81mm white phosphorous mortar round, wrapped three times with detonation cord, and a one-quarter of one-half stick of C4. Used when contact is made in a house, and the enemy must be burned out. [...] All Marines should be familiar with explosives."

13.7.1. Each CAAT support may use explosives once in the game to back up its USMC squad during an Assault. If the player chooses this option during an Assault resolution, he uses an unmodifiable CF of 8 in place of the USMC squad's actual CF. After the Assault, the 'Explosives' marker belonging to the CAAT support is withdrawn from the game.

13.7.2. A CAAT support may not use its 'Explosives' marker during a Flooding operation being carried out by the squad it is attached to [13.4.8].



EXAMPLE OF RETREAT MOVEMENT

The USMC squad carries out an Assault against the 'Guerillas' unit of CF=1. The results of the two d10 rolls are 9 (USMC squad) and 4 ('Guerillas' unit), giving a final result of 8 for the USMC squad (-1 for the 'Top-Down' Assault) which leaves the 'Guerillas' unit unharmed and 3 (-1 for having survived the 'Top-Down' Assault) for the 'Guerillas' unit. The USMC squad also survives the Assault untouched. The 'Guerillas' unit must therefore carry out a Retreat Movement [13.4.7.1].



For its Retreat Movement, the first priority Egress Route is Zone 14. The player draws a 'Suspect' marker 2/1/R to determine the placement of the 'Guerillas' unit. Given that Location 2 is already occupied in Zone 14, the 'Guerillas' unit is placed in Location 1 [5.3.2.2] in Zone 14. The 'Suspect' marker is replaced in its container and the USMC squad progresses to the now vacant Location 1 in Zone 2. At the end of the turn, this Zone will come under USMC Control.

14. REORGANISATION PHASE

14.1. TAKING CONTROL OF A ZONE

The player inspects every Zone to determine if he has taken Control of any of them during the game turn which has just finished.

14.1.1. If a Zone Controlled by the insurgents contains only a USMC squad (cf. 12.2.1.1), it comes under USMC Control. The player flips the 'Activated Start Zone', 'Activated Zone' or 'Activated Strong Point' marker to its 'USMC Control' side in the space provided and removes any 'Fanaticism' markers from the Zone. Taking Control of a Zone influences Fire Combat [11.1] and stacking [12.2.2] for USMC units.

14.1.2. The presence of a Security Element on its own (after the elimination of its affiliated USMC squad) is not enough to take Control of a Zone.

14.2. CONTACT WITH THE INSURGENTS

After taking Control of a Zone by the USMC player, he Activates [4.1.3] all the Adjacent and Neighbouring Zones not already Activated.

14.3. REGROUPING USMC SQUADS

14.3.1. Each Security Element present in a Zone under USMC Control is automatically regrouped with its squad. The 'Security Element' marker is removed from the map; its associated USMC squad remains in its Location.

PHANTOM FURY

14.3.2. A Security Element whose USMC squad has been eliminated is also removed from the game.

14.3.3. All Fired USMC squads are reoriented to their normal facing.

14.3.4. Each Pinned USMC squad is reoriented to its normal facing, subject to a d10 roll for each squad which is lower than or equal to its CF. A Pinned squad in a Location marked C suffers a +1 DRM on its d10 roll. A Pinned squad in a Location marked OG or in a Street Section not containing an M1A1 Abrams support suffers a +2 DRM on its d10 roll. A Pinned USMC squad is automatically reoriented to its normal facing if all the Adjacent and Neighbouring Zones to the Zone/Street Section it occupies are clear of all 'Insurgents' units and all 'Suspect' markers.

14.3.5. The player removes from the game those CAAT supports which have expended all their munitions and explosives. This is without penalty in terms of VPs [5.1.4.3].

14.4 ENEMY INFILTRATION

14.4.1. The player draws and places [5.3.2] a 'Suspect' marker in each Zone under USMC Control which is clear of any USMC units and is Adjacent to/Neighbouring a Zone under insurgent Control containing an 'Insurgents' unit or a 'Suspect' Marker and which is clear of any USMC unit. A Zone which is infiltrated like this passes back into insurgent Control (the 'USMC Control' marker is flipped back to its 'Activated Start Zone' / 'Activated Zone' / 'Activated Strong Point' side).

14.4.2. Infiltration is impossible between two Neighbouring Zones if they are separated by a Street Section:

- occupied by an M1A1 Abrams support or a Pinned USMC squad,
- Adjacent to a Zone under USMC Control and occupied by a USMC squad.

14.4.3. A Zone which has just been Infiltrated cannot be used as a base for another Infiltration during the same Reorganisation Phase (i.e. no "dominos" effect).

14.5 EVENTS

The 'Phantom Fury' (0030) markers are removed from the map and the 'Phantom Fury' (0015) markers are turned onto their 'Phantom Fury' (0030) sides.

15. HISTORICAL VARIANT

Under American and Iraqi political pressure, the military commanders decide to commit extra armoured resources to take control of the city in the shortest possible time. The player modifies his initial order of battle, adding a second M1A1 Abrams support which enters the game as a reinforcement at the same time as the first one, or later. In addition, the player suffers no VP penalty for the entry into the game of his Battalion Reinforcements. Finally, the game ends on turn 13 at the latest.

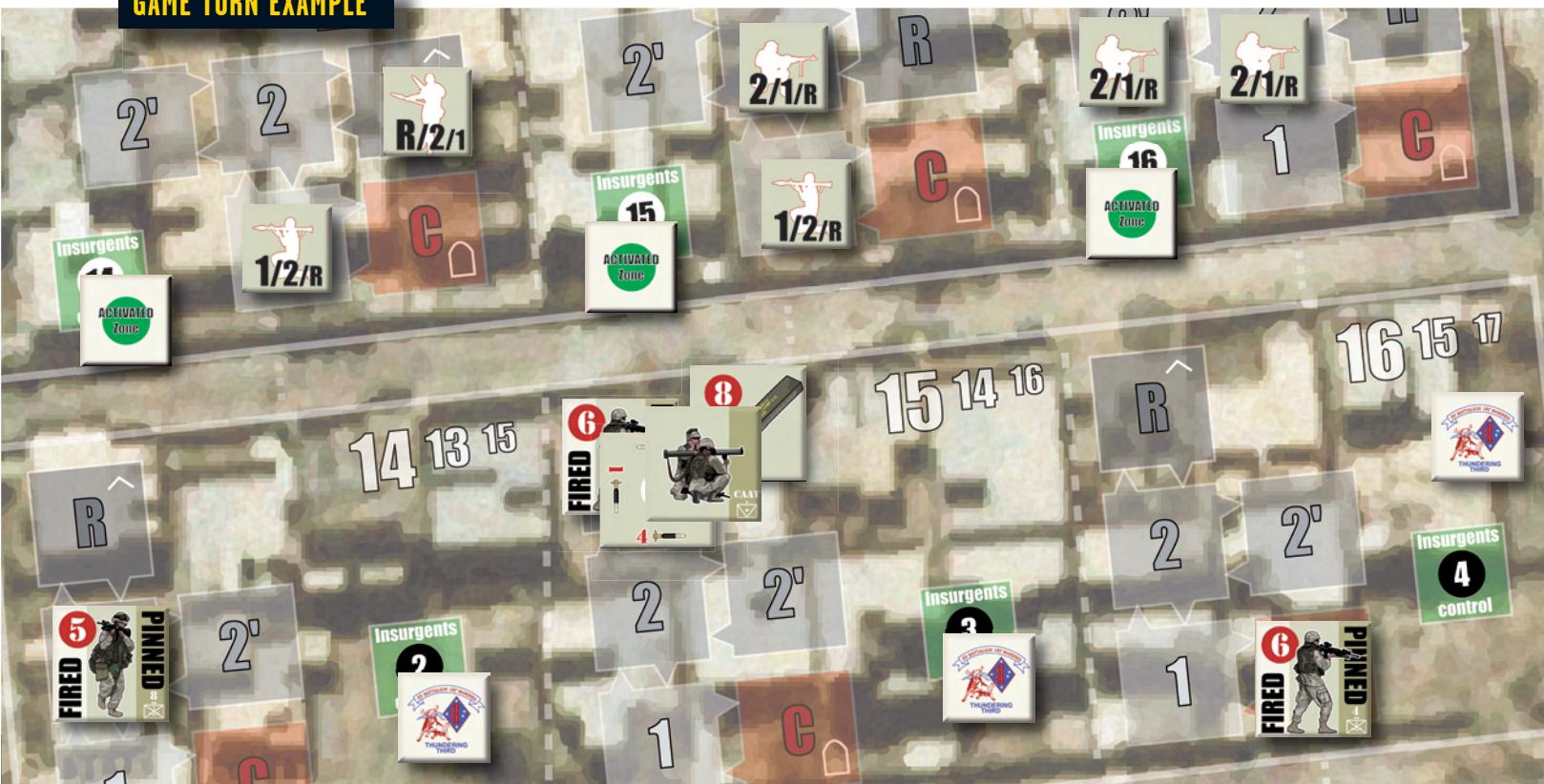
Other Sources

Operation Phantom Fury, Dick Camp, Zenith Press, 2009.

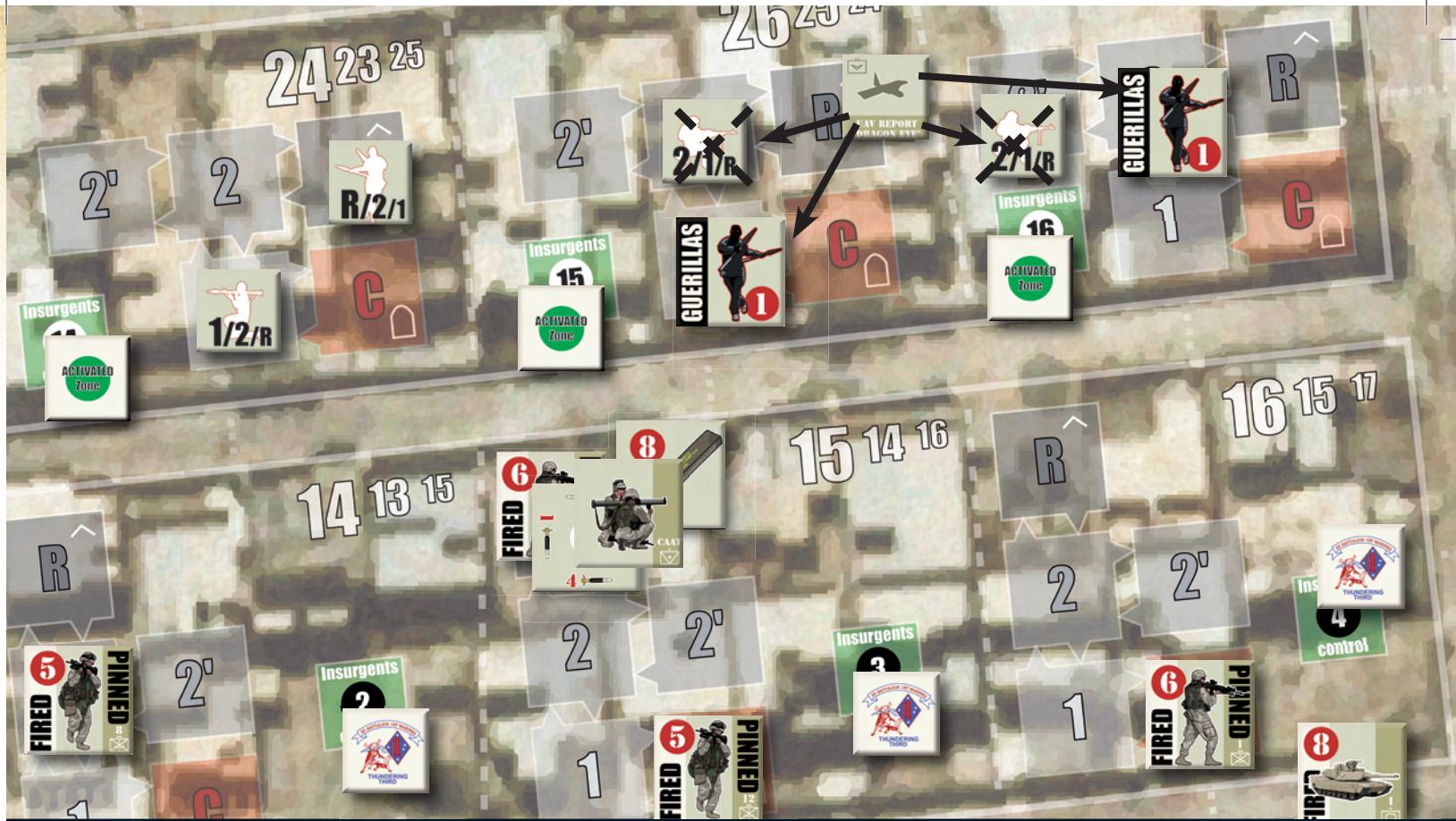
House to House, David Bellavia, 2007 – version française *Fallouja*, éditions Nimrod, 2009.

Les fantômes furieux de Falloujah, Cahier du retex, Centre de Doctrine d'Emploi des Forces, 2006.

GAME TURN EXAMPLE



It's the start of turn 3 and the player controls the first block of houses (Zones 2, 3 and 4) that he is going to use as a start point to move towards the mosque. The 3 Zones opposite, 14, 15 and 16, were Activated beforehand. [14.2]. USMC squad #1 with its CAAT support has been posted on the roofs of Zone 3 in a central position in order to be able to fire on these 3 Zones.

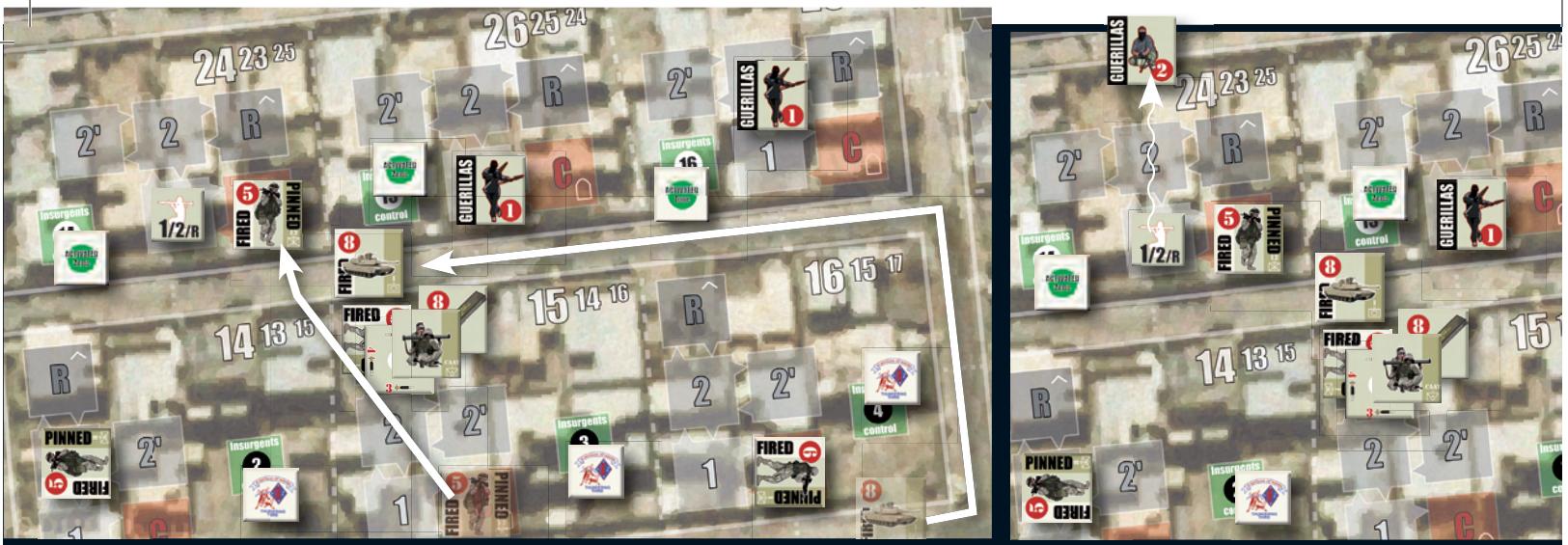


During the Support Phase, the player calls for and gets a reconnaissance Mission ('Dragon Eye Unmanned Aerial Vehicle Report': d10 = 2) on the two Adjacent Zones, 15 and 16. As they are already Activated and not Fortified, the Player can Activate the 'Suspect' markers in the Zones. The drone's cameras only uncover two small groups of fighters in the houses. The player ends his requests for support.

During the Reinforcements Phase, the player puts USMC squad #12 in Zone 3 to reinforce this axis of advance (squads #1/#12 pairing up for fire and movement) and brings in his M1A1 Abrams support to cover his squads who are going to advance across the street.



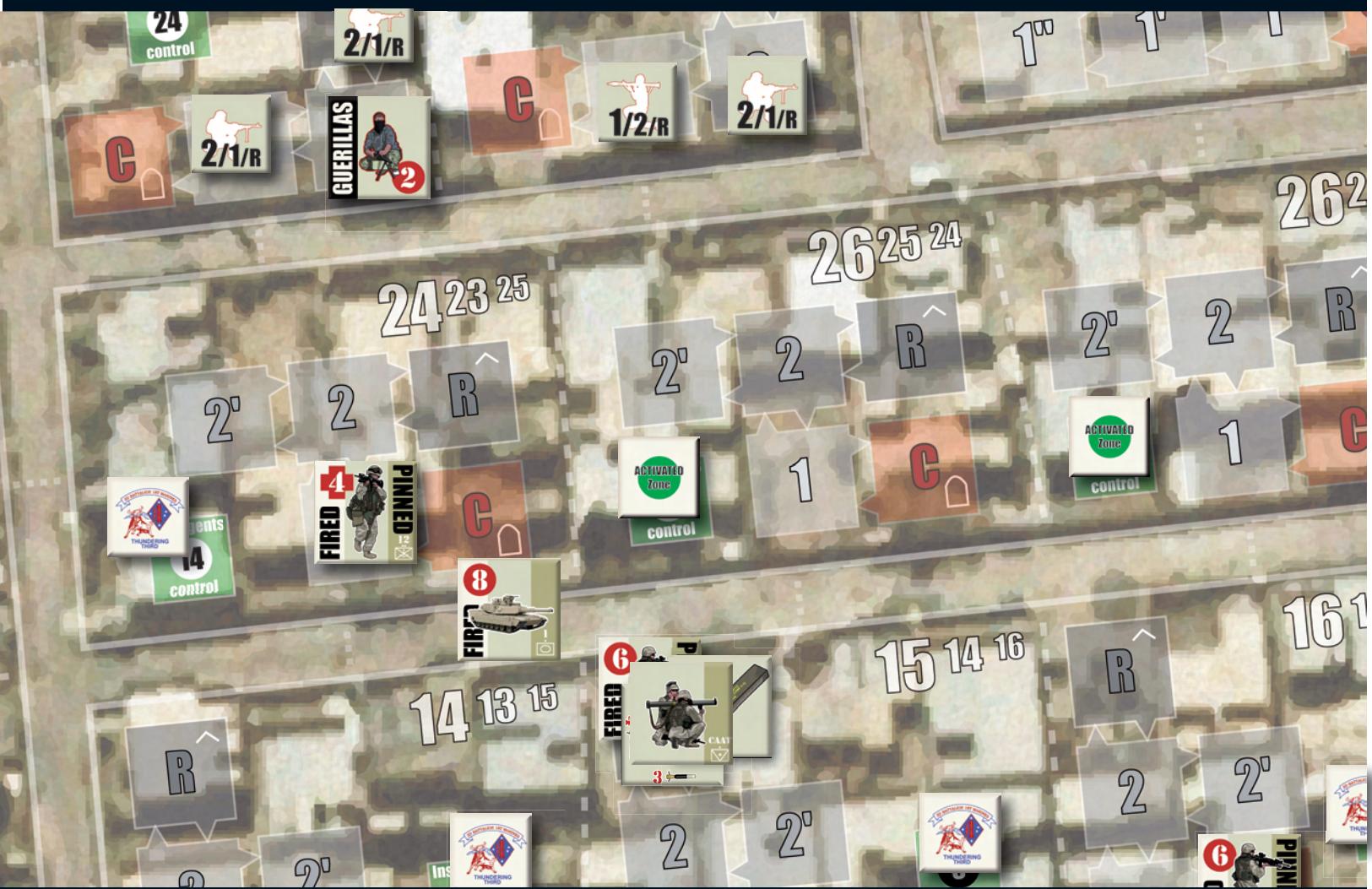
During the Fire Combat Phase, USMC squad #1 in Zone 3 uses its CAAT support to fire on the 'Guerillas' unit present in Zone 15 (d10 = 5 + 1 [target in a Location not marked R] for a modified CF of 8) and eliminates it. USMC squad #4 in Zone 4 fires on the 'Guerillas' unit present in Zone 16 (d10 = 3 + 1 [target in a Location not marked R] for a CF of 6) and also eliminates it. Finally, squad #8 in Zone 2 fires at the 'Suspect' marker present in Location R of Zone 14 (d10 = 1 + 1 ['Suspect' marker]) and Activates it (d10 = 0). In return it undergoes a Sniper Attack [11.4.1] which Pins it (d10 = 2 for 3 enemy counters [1 'Guerillas' unit in Zone 13 (not visible) and 2 'Suspect' markers in Zone 14]).



The Movement Phase starts with the entry on the scene of the M1A1 Abrams support which positions itself (d10 = 5 giving a MC of 3) so that it can cover the advance of USMC squad #12 and allow it to cross the street without hindrance [11.4.2.2]. This squad enters Location C of Zone 14 risking Defensive Fire which in the end comes to nothing (d10 = 1 for a CF of 5 [12.7.3]).

The Assault Phase resumes the action of USMC squad #12 against the 'Suspect' marker in Location 1 of Zone 14. The 'Suspect' marker is first of all Activated (d10 = 8 [13.4.1]) and replaced by a 'Guerillas' unit with a CF of 3 (drawn at random). The normal type Assault [13.3] is then resolved:

- For the USMC squad: d10 = 4 + 1 (activation of a 'Suspect' marker [13.4.4]) so the 'Guerillas' unit is eliminated;
- For the 'Guerillas' unit: d10 = 0 (Step Loss inflicted on the USMC squad) followed by a d10 = 6 on the Events table [Drugged Fighters]. In the end, the 'Guerillas' unit is not eliminated, but replaced by a 'Guerillas' unit with a CF of 2 (to be taken from the 'Insurgents' units container) which carries out a Retreat Movement towards Zone 24 [13.4.7.1] and into Location 2 [13.6.2.1]. USMC squad #12 advances into Location 1 which has just been abandoned.



The game ends with the Reorganisation Phase and the taking Control of Zone 14 (Zones 15 and 16 are clear of 'Insurgents' units but not yet under USMC Control). This taking of Control entails the placement of new 'Suspect' markers in the Neighbouring Zones 23 (not in the picture), 24 and 25 [14.2]. USMC squad #8 passes its test (d10 = 4; Zone 13 - not in the picture - Adjacent contains a 'Guerillas' unit) and loses its Pinned status [14.3.4]. The illustration above below sums up the situation at the end of turn 3 in this sector of the map.